

# Offense

## Read and Lead Passing



# Defense

## After the Snap



<http://www.replacementdocs.com>



0703 Part No. X09-61183

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NFL FEVER 2004



Microsoft  
game studios



## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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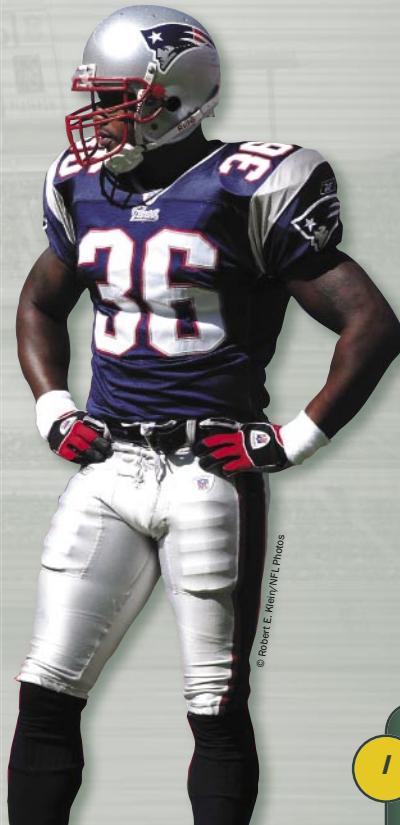
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# Get In the Game

Welcome back, sports fans. XSN Sports is proud to present the latest installment in the *NFL Fever* franchise. And this year, it's all about giving you control—from passing options to creating your own plays to forming your own leagues online. Here's a look at some of the many ways you can play...



## Practice

Learn basic game controls, and work on your play execution. Press **□ BACK** to restart the play immediately in this mode.

- **Training Camp:** Work on your running, passing, kicking, and tackling skills.
- **Chalk Talks:** Get expert advice from Ron Pitts.
- **Open Practice:** Take the field for a scrimmage against your own team.

## Dynasty

Take control of a team, and build a long-term powerhouse.

## General Manager

Make trades and substitutions, create or edit players, create custom uniforms, and more.

## Single Game

Pick two available teams, and then go head-to-head against a friend or the computer in just one game.



Visit [www.xsnsports.com](http://www.xsnsports.com) to sign up for a league or create one of your own. Play tournaments over Xbox Live, and keep up to date with stats tracking, e-mail reminders, and more.

Page 26



Play against a real, live opponent over the Xbox Live™ service, or use System Link to connect two Xbox consoles.

Page 27

## New for 2004

### XSN Sports...

lets you play the game like never before. Grab a PC, get online, and visit [www.xsnsports.com](http://www.xsnsports.com) to sign up for leagues, create your own leagues, check out stats, chat on message boards—the list goes on. After you sign up for a league, you'll receive an ID and a password. Take those back to your Xbox, sign on to Xbox Live, and play in a tournament at the designated time. See pg. 26 or visit [www.xsnsports.com](http://www.xsnsports.com) for more info.

### New control options...

allow everyone to compete. Rookies, try **One Button** passing and running controls (pgs. 12 and 19). Hardcore? Then go for **Read and Lead** passing (pg. 14).

### Specifying your game style...

does more than simply make the game easier or more difficult. It actually changes the way your team plays the game. To change your play style, from the **Main Menu**, select **General Manager**. From the **General Manager** screen, select **Coaching & Player Reports**, and then select **Team Play Style**.

# User Profiles

The user profile you set up defines how you want to play the game—including your preferences for play style, passing style, and controller configuration. You can alter your settings at any time by choosing **User Profile** from the **Main Menu** or by selecting **User Options** from the **Pause** menu during a game—and your changes will be saved automatically to your user profile. It doesn't get much easier than that.

## To create a new user profile

1. From the **Main Menu**, choose **User Profile**.
2. Select **Create User Profile**.
3. Use the virtual keyboard to give your profile a name.
4. A wizard will guide you step by step through setting up your preferences.

—or—

1. From the **Main Menu**, choose **Single Game**.
2. On the **Controller Select** screen, assign your controller to **Home** or **Away**.
3. Scroll up or down to select **New Profile**, and then press **A**.
4. Use the virtual keyboard to give your profile a name.
5. A wizard will guide you step by step through setting up your preferences.

## NFL Fever Facts

*Don't forget that you can change your user profile settings at any time—even in the middle of a game. Just press **□ START** to bring up the **Pause** menu, and then select **User Options**.*

## To make changes to an existing profile

1. From the **Main Menu**, choose **User Profile**.
2. Select **View/Modify Profiles**.
3. Select the user profile you want to edit.
4. Navigate through the menus, and make any changes you want. Your new settings will be saved automatically.

—or—

1. During a game, from the **Pause** menu, choose **User Options**.
2. Navigate through the menus, and make any changes you want. Your new settings will be saved automatically.

## NFL Fever Facts

*Your user profile is where you set and save your personal preferences for **Passing Mode** (One Button, Trigger, or Read and Lead) and for **Run Control** (One Button or Normal).*

## Key to Xbox Controls



# Playpicker

At the start of each down, you'll need to decide which play to run. The Basic Playpicker lets you choose a play based on what you want to do—run, pass, defend against a run, etc. The Advanced Playpicker lets you choose a play based on a formation. The Playpicker is set to **Basic** by default. To switch to **Advanced**, change the **Playpicker Mode** in your user profile. (See pg. 4 for more info on user profiles.)



If you're unsure about which play to choose, go with one of the **Coach's Choice** plays—they've been handpicked by our NFL Fever experts for a situation just like yours.

Below are keys to the symbols you'll see on the play diagrams.

Offensive-Play Key	
	Player in motion
	Ball carrier's route
	Primary receiver's route
	Other receivers' routes
	Fake handoff
	Blocker's assignment

Defensive-Play Key	
	Defensive back
	Linebacker
	Down lineman
	Rush path
	Blitz path
	Zone coverage
	Man-to-man coverage
	QB contain

## NFL Fever Facts

When in the Playpicker, press **Y** to listen to some helpful information from the Assistant Coach about the highlighted play.

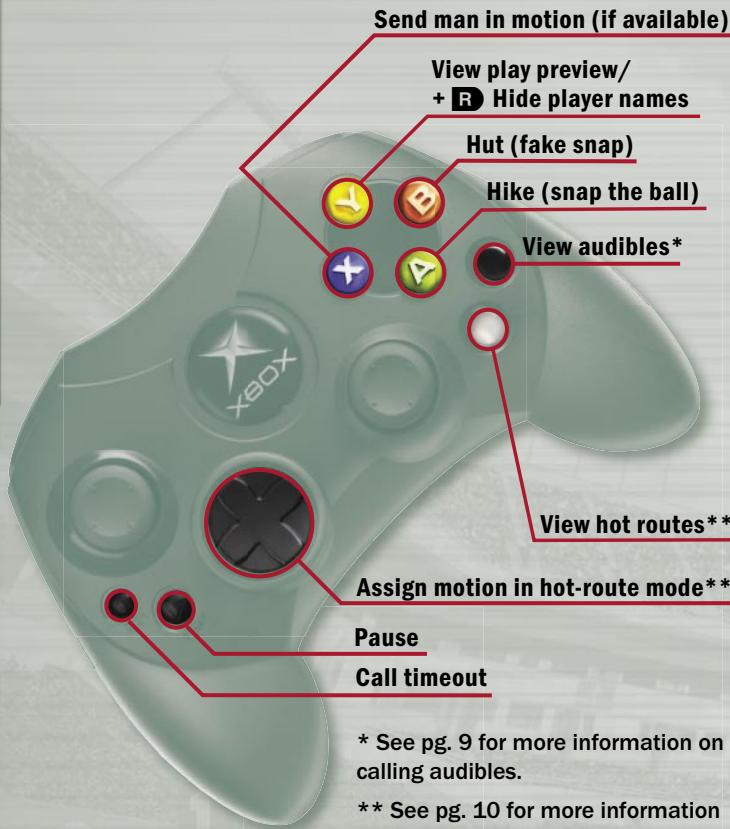


\*Hold **R** to enable bluff mode. When in bluff mode, use **A**, **B**, **X**, or **Y** to bluff your play selection instead of using them for their default functions.

**Note:** The controls shown here are based on the Default Controller Configuration. The Playpicker controls will change if you use a different Controller Configuration.

# OFFENSE

## Before the Snap



\* See pg. 9 for more information on calling audibles.

\*\* See pg. 10 for more information on calling hot routes.

### NFL Fever Facts

Press **B** to fake the hike and try to draw the defense offsides.

## Audibles

After you've chosen a play, but before the ball is snapped, you've still got one last chance to change your plan of attack—by calling an audible. Note that the clock will continue to run while you are choosing an audible.

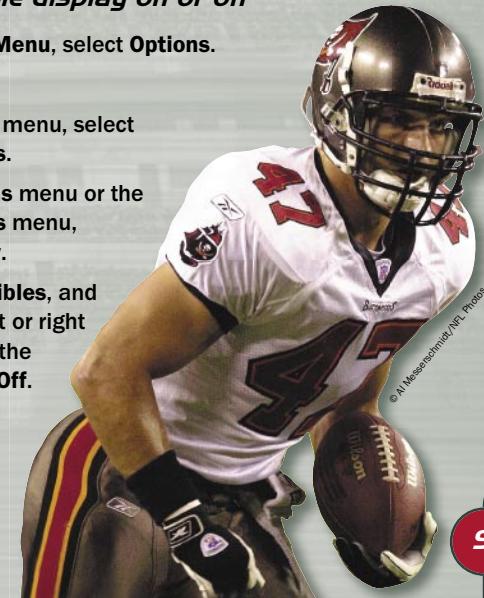
### To call an audible

1. Press **●** to view the available audibles.
2. Use **+** to scroll through the audibles.
3. Click **↔** to flip the audible horizontally.
4. Press the button that corresponds to the audible that you want to use, or press **BACK** to cancel.

To make sure your opponent doesn't see your audible options, you can turn off the On-Field Display. You can still call an audible, but you must remember which button to press because the options don't appear on the screen for you. Note that the On-Field Display cannot be turned off during Xbox Live games, but your online opponent cannot see your display anyway.

### To turn the audible display on or off

1. On the **Main Menu**, select **Options**.  
—or—  
On the **Pause** menu, select **Game Options**.
2. On the **Options** menu or the **Game Options** menu, select **Display**.
3. Highlight **Audibles**, and then press left or right on **↔** to turn the setting **On** or **Off**.



# OFFENSE

## Hot Routes

If you've chosen a pass play, then notice a mismatch or single coverage at the line, you can change a receiver's route by using a hot route. You can also use a hot route to change a running route. Note that the clock will continue to run while you are choosing a hot route.

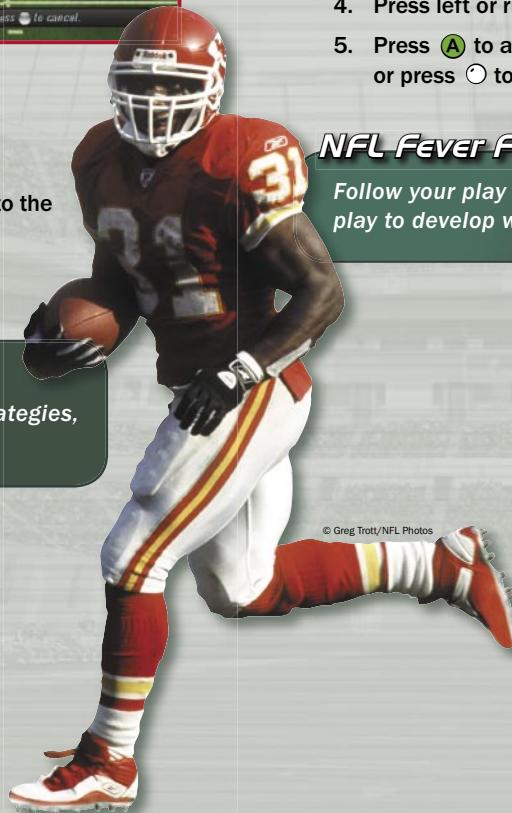
### To use a hot route

1. When the QB is set, press **○** to display the receiver options.
2. Press the appropriate button to choose the receiver whose route you want to change.
3. Press **A** to see the available hot routes.
4. Use **L1** to select a new pass route.
5. Press **X** to flip the hot route, if you want.
6. Press **A** to accept the change and return to the game, or press **○** to cancel the hot route.



### NFL Fever Facts

Want to know more? Check out [www.nflfeverinsider.com](http://www.nflfeverinsider.com) for tips, strategies, behind-the-scenes stories, and more.



## Motion Routes

Similar to a hot route, a motion route allows you to change a receiver's position on the field just before the snap, and then send that receiver in motion. You can call a motion route whether you've chosen a passing play or a running play. Note that the clock will continue to run while you are choosing a motion route.

### To use a motion route

1. When the QB is set, press **○** to display the receiver options.
2. Press the appropriate button to choose the runner whose route you want to change.
3. Press **Y** to see the available motion routes.
4. Press left or right on **+** to select a new running route.
5. Press **A** to accept the change and return to the game, or press **○** to cancel the motion route.

### NFL Fever Facts

Follow your play assignment. Sometimes, waiting for the play to develop will result in a better run or blitz.

# OFFENSE

## One Button Passing

Long-time NFL Fever fans will already be familiar with the One Button passing controls. This simple option is your best bet for getting off a pass easily.



### NFL Fever Facts

Successful passing plays are often built on timing. Use Practice mode to work on the timing of your passes.

# Trigger Passing

The Trigger passing scheme offers more control over the height of the pass than the One Button method does. This is the default option; to switch to One Button or Read and Lead passing, change the Passing Mode option in your User Profile (see pg. 4).

### To use Trigger passing

1. Press **A** to snap the ball.
2. Press the button (**A**, **B**, **X**, **Y**, or **Z**) that corresponds with the receiver to whom you want to throw.
3. Pull **R** all the way to throw a bullet pass, or pull it only slightly for a lob.



# OFFENSE

## Read and Lead Passing

The Read and Lead passing method is the one to use when you want to take total control. It lets you determine both the height of the pass and where the pass goes.

The passing target is **Locked** by default—this means that after you've selected your receiver, the target will remain the same distance from that receiver, no matter where the receiver runs on the field. When the target is **Unlocked**, you can move the target wherever you want, even after you've selected a receiver. To switch to **Unlocked**, change the **Read and Lead Target** option in your user profile. (See pg. 4 for more info on user profiles.)



### To use Read and Lead passing

1. Press **A** to snap the ball.
2. Press the button (**A**, **B**, **X**, **Y**, or **●**) that corresponds with the receiver to whom you want to throw.
3. Use **R** to place the passing target ahead of the receiver, in the catch zone. (Use the target to “lead” the receiver to where you want him to catch the ball.)
4. Pull **R** all the way to throw a bullet pass, or pull it only slightly for a lob.

### To draw the receiver off his assigned pass route\*

1. Press **A** to snap the ball.
2. Press the button (**A**, **B**, **X**, **Y**, or **●**) that corresponds with the receiver to whom you want to throw.
3. Pull and hold **L**.
4. Use **R** to move the passing target. The receiver will follow the target around the field.
5. Pull **R** all the way to throw a bullet pass, or pull it only slightly for a lob.

\* Note that you can draw the receiver off his route when using either **Read and Lead** passing or **Trigger** passing.



### NFL Fever Facts

The button icon over a receiver's head will flash when he is open.

# OFFENSE

## Adjusting Pass Height

When using Trigger passing or Read and Lead passing, you can use **R** to determine how high or low you want to throw the ball.

### To adjust pass height

1. Press the button that corresponds with the receiver you want to catch the ball.
2. Pull **R** to pass the ball.
3. Before the quarterback releases the ball (while the QB is in his throwing motion), immediately press up on **↑** to throw high, or press down on **↓** to throw low.

### NFL Fever Facts

*Throwing a pass across the QB's body, or while running backwards, will result in a weaker pass with more loft. Therefore, be sure to plant your feet before you throw.*



© Wesley Hitt/NFL Photos

# Receiver

Use these controls for a user-controlled receiver after the quarterback has thrown the ball.

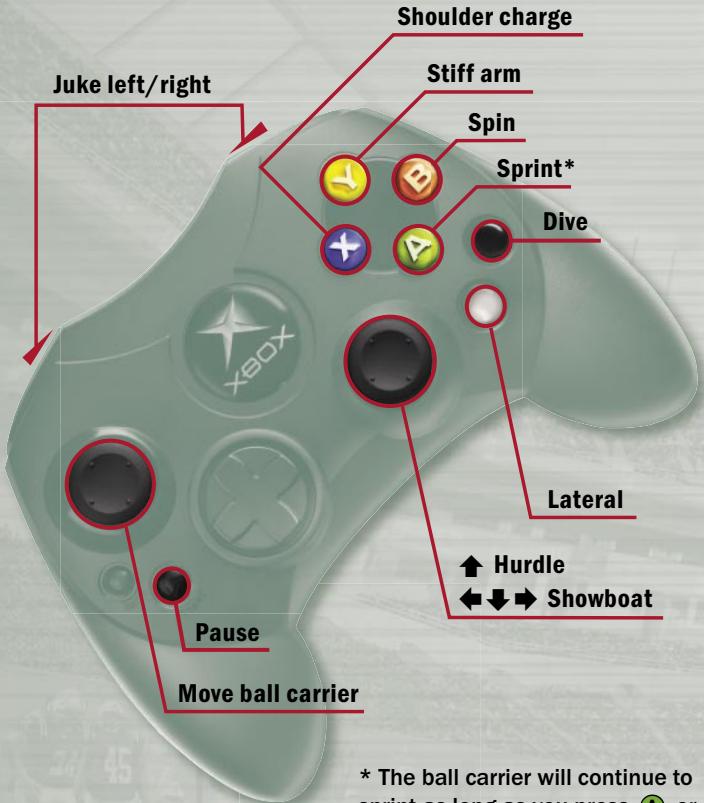


\* A receiver can make a fair catch only when receiving a kick.

# OFFENSE

## Ball Carrier

After you've snapped the ball, you can use the controls below to do the dirty work yourself. Or you can check out pg. 19 for info on using **B** for One Button control and have the computer choose a move for you.



\* The ball carrier will continue to sprint as long as you press **A** or until he runs out of energy.

## One Button Control

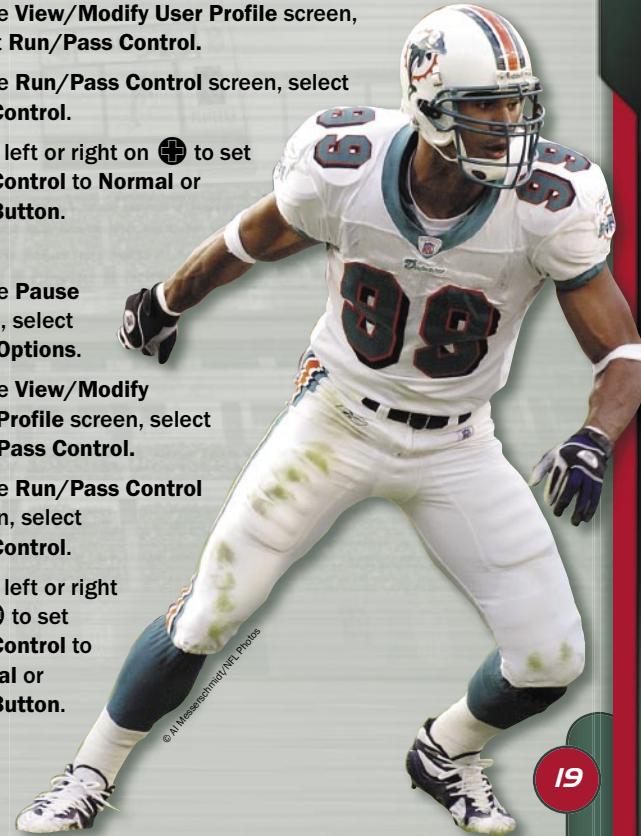
When **One Button** control is turned on, the computer will decide which move to use when you press **B**. It may be a spin, shoulder charge, stiff arm, or juke.

### To turn **One Button** control on or off

1. On the Main Menu, select **User Profile**.
2. On the **User Profile** screen, select **View/Modify Profiles**.
3. Press left or right on **+** to scroll through the available profiles.
4. Press **A** to select a profile.
5. On the **View/Modify User Profile** screen, select **Run/Pass Control**.
6. On the **Run/Pass Control** screen, select **Run Control**.
7. Press left or right on **+** to set **Run Control** to **Normal** or **One Button**.

-or-

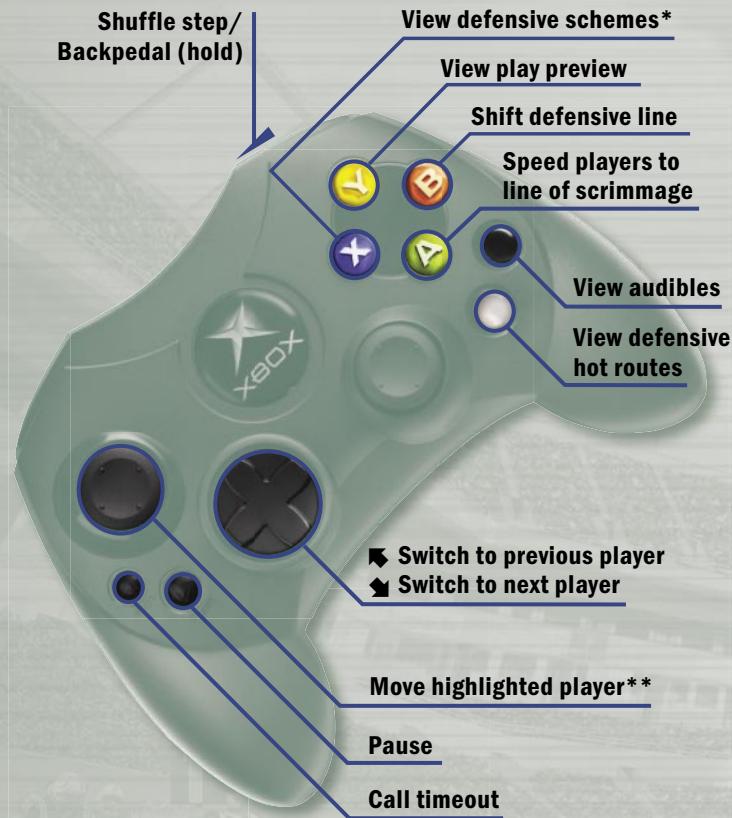
1. On the **Pause** menu, select **User Options**.
2. On the **View/Modify User Profile** screen, select **Run/Pass Control**.
3. On the **Run/Pass Control** screen, select **Run Control**.
4. Press left or right on **+** to set **Run Control** to **Normal** or **One Button**.



# DEFENSE

## Before the Snap

Use these controls when at the line of scrimmage, before the play starts.



\* See pg. 21 for more information on defensive schemes.

\*\* Click and hold **L1** while the ball is being snapped to keep control of your player and prevent him from going into his designated assignment.

## Defensive Schemes

After choosing a play, but before the snap, you've got one more chance to shift your defensive line—by calling a defensive scheme audible. Remember that the clock will continue to run while you are choosing a defensive scheme.

### To call a defensive scheme audible

1. Press **X** to view the available schemes.
2. Use **L** to scroll through the schemes.
3. Click **R** to flip the defensive scheme horizontally.
4. Press the button that corresponds with the defensive scheme that you want to use, or press **BACK** to cancel.

### Defensive Schemes

(A)	Stop Run Left	(Y)	Defend Inside Pass
(B)	Stop Run Inside	(●)	Defend Deep Pass
(X)	Stop Run Right	(○)	Defend Outside Pass

### NFL Fever Facts

When you're at the line just before the snap, press **Y** to review the play assignments.

# DEFENSE

## After the Snap

To make sure your opponent doesn't see your defensive scheme options, you can turn off the on-field display. You can still call a scheme by pressing **Y** and then the appropriate button, but you must remember which button to press because the options don't appear on the screen for you. Note that the on-field display cannot be turned off during Xbox Live games, but your online opponent cannot see your display anyway.

### To turn the defensive-scheme display on or off

1. On the Main Menu, select Options.  
-or-
2. On the Game Options menu, select Display.
3. Highlight Audibles, and then press left or right on **+** to turn the setting On or Off.



Use these controls after the QB starts the play.



# Kicking

When kicking, the arrow determines the height, direction, and strength of your kick.

## To kick the ball

1. Press up and down on **L** to set the height of the kick.
2. Press **A** once to stop the arrow and set the direction for the kick.
3. When the arrow fills with red, press **A** again to set the strength of the kick.



### Punting/Kickoff Returns (Ball Carrier)

Fair catch 

Kneel in end zone 

### Kickoffs/Placekicks/Punts (Kicker)

Set direction and strength of kick 

Set height of kick 

# Fatigue

The harder you play, the more tired you're gonna get. Makes sense, don't it? So, watch for the fatigue icon. Green means your guy can go full force, yellow indicates that he's starting to get winded, and red—he needs a breather. A player with a red fatigue meter will run more slowly, won't accelerate as quickly, and won't be able to catch or throw as well.

**John Nash** 

## To view the fatigue meter

1. Before the snap during a game, press **Y** to review the play assignments.

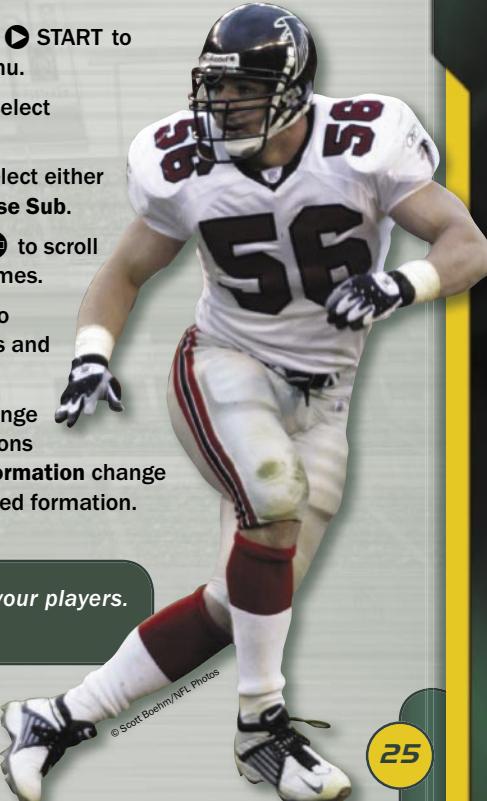
-or-

1. During a game, press **○ START** to access the **Pause** menu.
2. On the **Pause** menu, select **Subs: Global.\***
3. On the next screen, select either **Offense Sub** or **Defense Sub**.
4. Use **L** or **R** and **+** to scroll through the player names.
5. Repeatedly press **B** to back out of the menus and return to the game.

\*Making a **Global** change affects all the formations you have. Making a **Formation** change affects only the selected formation.

## NFL Fever Facts

Using **A** to sprint tires your players.  
Use it wisely.





XSN Sports combines the power of *Xbox Live* with the connectivity of the Internet to bring you a whole new gaming experience. You create the leagues; you dominate the tournaments; you become the legend. We make it possible.

## How to get started with XSN Sports

1. Subscribe to *Xbox Live*. (See pg. 27 for more info.)
2. From any computer, log on to the Internet, and go to [www.xsnsports.com](http://www.xsnsports.com) to join or create leagues.
3. Take your ID and password back to your *Xbox* console, and then compete in a tournament over *Xbox Live*.

**Record your ID and password here**

## What else can you do with XSN Sports?

- Check out game schedules.
- View game results and player stats.
- Read and post to message boards.
- Send messages to other XSN Sports members.
- Receive game invitations, schedule updates, and other notifications using e-mail.

To be part of the XSN Sports experience, you have to use a computer to log on to the Internet, and then visit [www.xsnsports.com](http://www.xsnsports.com).

# Xbox Live

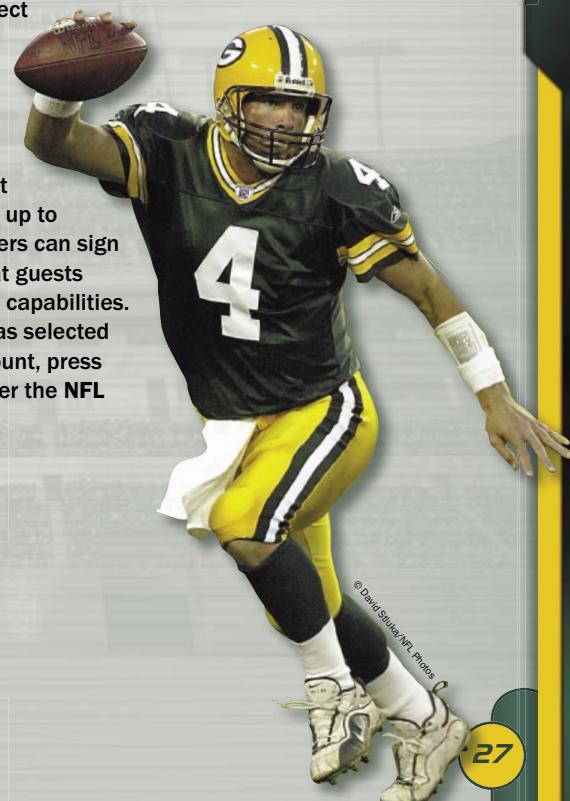
## Connecting

Before you can play *NFL Fever 2004* online, you must connect your *Xbox* console to a high-speed or broadband Internet connection and sign up for the *Xbox Live* service. To determine if *Xbox Live* is available in your region and for information about connecting to *Xbox Live*, see [www.xbox.com/connect](http://www.xbox.com/connect), and select your country.

## Signing In

When you're ready to sign in to *Xbox Live*, select **Network Play** from the **Main Menu**, and then select **Online**. The first area you encounter is the **Xbox Live Sign In** screen.

This is where you select a user profile and an *Xbox Live* ID for each player who is signing in. At least one player must select a valid account with *Xbox Live*. Then, up to three additional players can sign in as **Guest**. Note that guests cannot use any voice capabilities. When every player has selected a profile and an account, press **A** to sign in and enter the **NFL Fever Lobby**.



## Entering the Lobby

When you are in the **NFL Fever Lobby**, you are presented with a number of options. Note that if any player presses **B** while in the **NFL Fever Lobby**, every player will be signed out of Xbox Live.



### NFL Fever Lobby

<b>Quick Match</b>	Find an opponent immediately without specifying game criteria. (Note that Quick Match games are not ranked.)
<b>OptiMatch™</b>	Create and host a game, or specify criteria for the game you would like to join.
<b>XSNsports.com Game</b>	Play a game in your XSNsports.com league or tournament. (See pg. 26 for more info on signing up for XSN Sports.)
<b>Friends List</b>	View your current <b>Friends</b> list, see the online status of a friend, and invite a friend to play.
<b>Voice/User Status</b>	Set your <b>Online Status</b> , and decide whether or not to change the sound of your voice.
<b>Rankings</b>	See where you rank, and view stats on other players.
<b>Recent Players List</b>	View users you have recently played in <i>NFL Fever 2004</i> .
<b>Content Downloads</b>	Download updated rosters, new music, and new commentary.
<b>Sign Out</b>	Quit your game session, and sign out of Xbox Live.

## Rankings

The rankings track rank, record, disconnects, and offensive and defensive stats. You can view the rankings of players on your **Friends** list or players in the **Game Room**. Use **L** to scroll through the names, or press **Y** to skip directly to your own name.

## Voice Capabilities

Using an Xbox Communicator, you can chat with your opponent while you play online. See the instructions that came with your Xbox Communicator for more information.

## Friends List

You can add up to 100 other gamers to your **Friends** list. You can send and receive invitations from those friends, see if they are signed in, see which game they're playing, and more.

### To add/delete a player to/from your Friends list

1. Go to the **Game Room**, and highlight the name of that player.
2. Press **A** to bring up the **Player Options** menu.
3. Highlight **Send Friend Request**, and then press **A** to send the request.  
-or-  
Highlight **Remove from Friends List**, and then press **A** to remove that player from your **Friends** list.
4. Go to the **Friends List** screen.
5. Press **O** to bring up the virtual keyboard.
6. Enter the gamertag of the friend you want to add, and then select **OK**.

-or-

1. During a game, press **○ START** to bring up the Pause menu.
2. From the Pause menu, select **Live Options**.
3. From the menu that appears, select **Friends List**.
4. Press **○** to bring up the virtual keyboard.
5. Enter the gamertag of the friend you want to add, and then select **OK**.

### To invite a friend to join a game

1. Highlight a player's name in your **Friends** list.
2. Press **Ⓐ** to bring up the **Friends Options** menu, and then select **Send Game Invitation**.
3. Choose the settings for your game.

### To ignore other players

1. Go to the **NFL Fever Lobby**.
2. Select **Voice/ User Status**.
3. Set your **User Status** to **Appear Offline**.

The Xbox Live Icons	
	Voice on
	Voice muted
	Game invitation sent
	Game invitation received
	Friend is online
	Friend request sent
	Friend request received

# Credits

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Bachir Babale	Tom Youtsey	Special thanks to all the MGS Sports developers for their hard work and support.
Joe Djorgjee	Lead Product Manager	See the in-game credits for the complete list of NFL Fever 2004 team members.
Kyle Casperson	John Rodman	
Gavin Kennedy	Assoc Product Manager	
Collin Moore	Brandon Stander	
Chris Shaules	Packaging	
Aaron Smith	Laura Kleinhofs	
Visual Art Lead	User Testing Specialists	
Rory Reich	Ramon Romero	
Technical Art Lead	Keith Steury	
Ben Cammarano	User Testing Assistant	
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Rod Chang	Localization Program Mgr	
Brenda Diaz	David Serra	
Kirk DeGrasse	Product Support	
Jeff DuLong	Steve Kastner	
Ian Gilliland		
Kaari King		
Kyo Ladopoulos		

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 Excelent Data  
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